

1/6

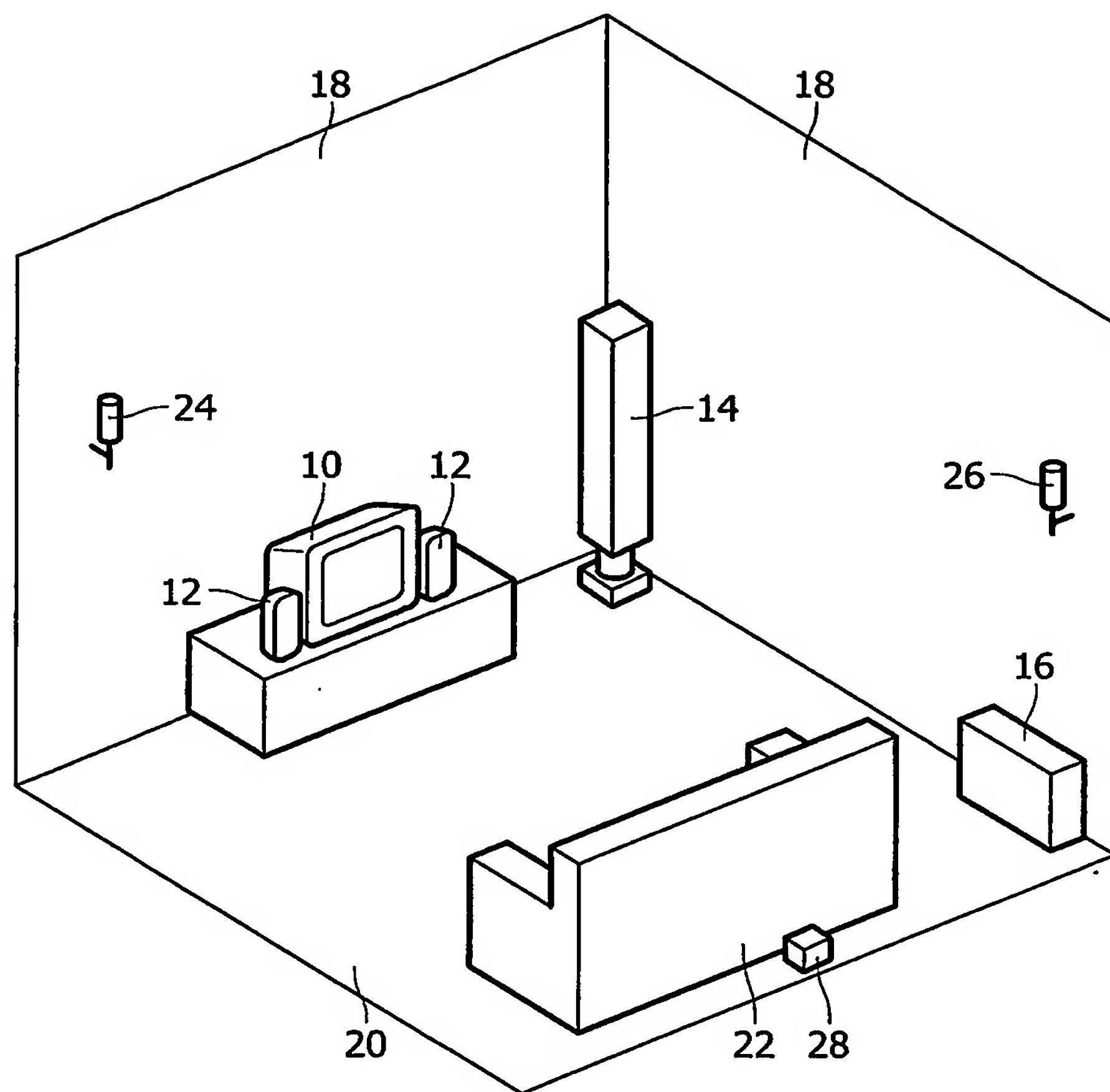


FIG.1

2/6

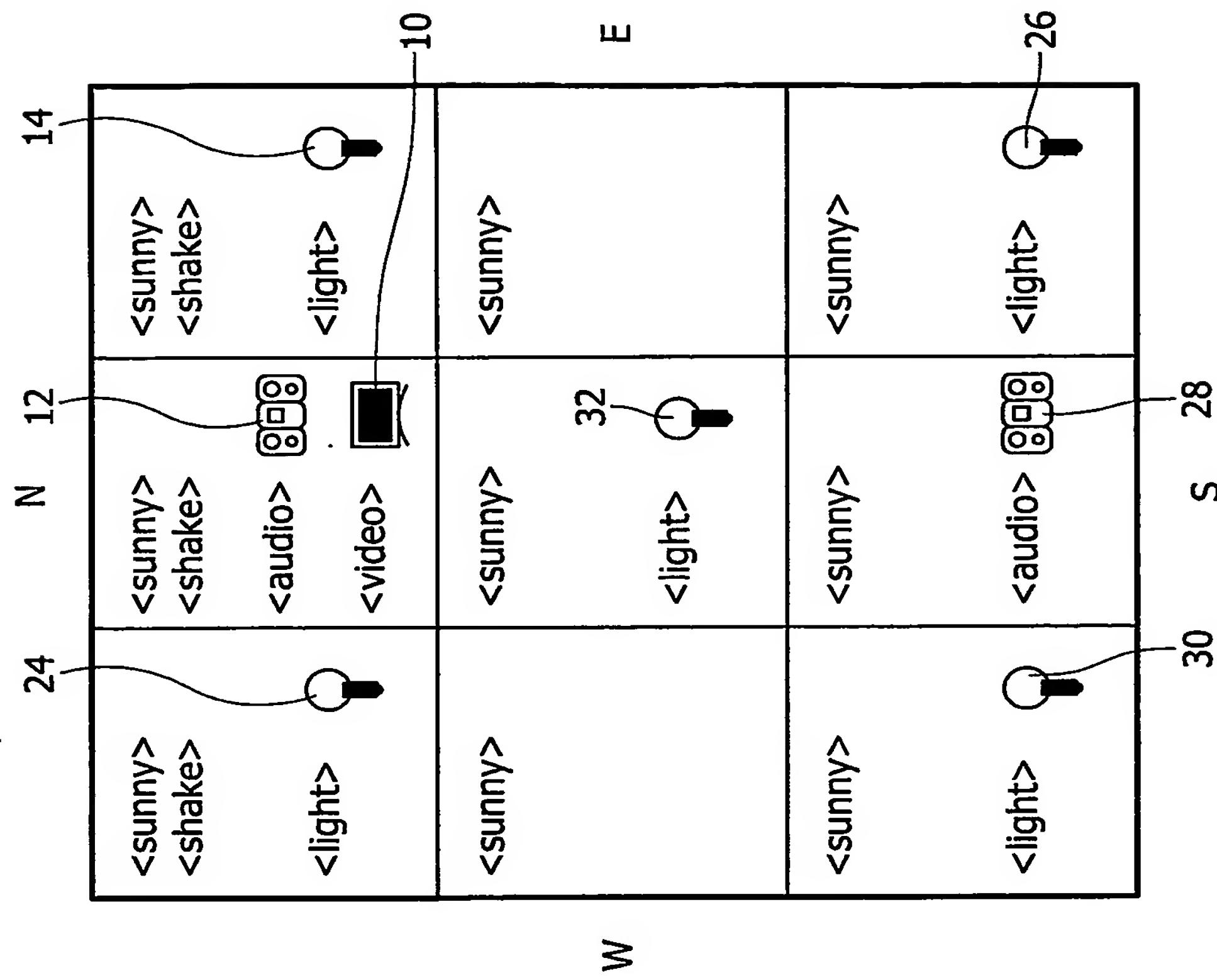


FIG.2

3/6

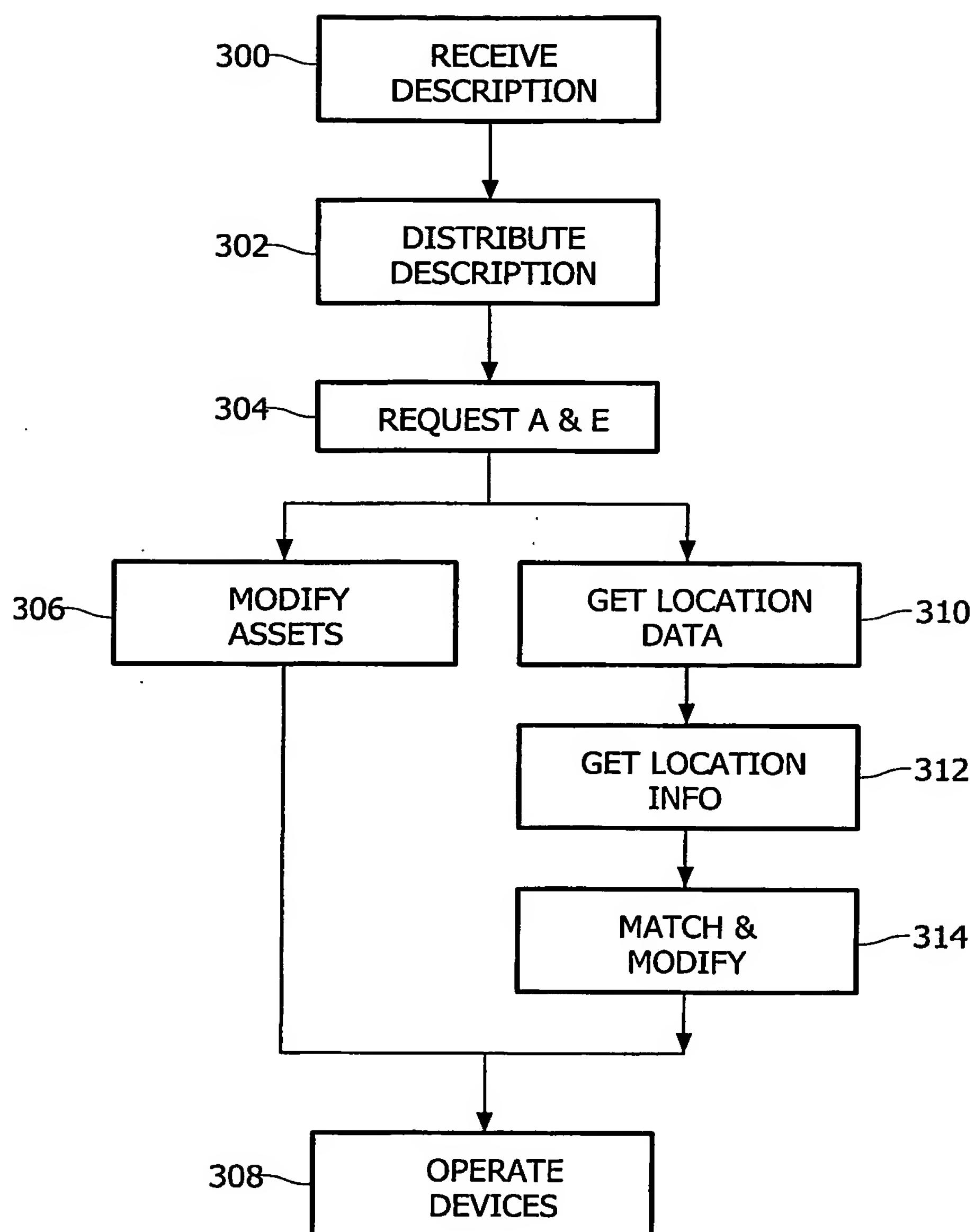


FIG.3

4/6

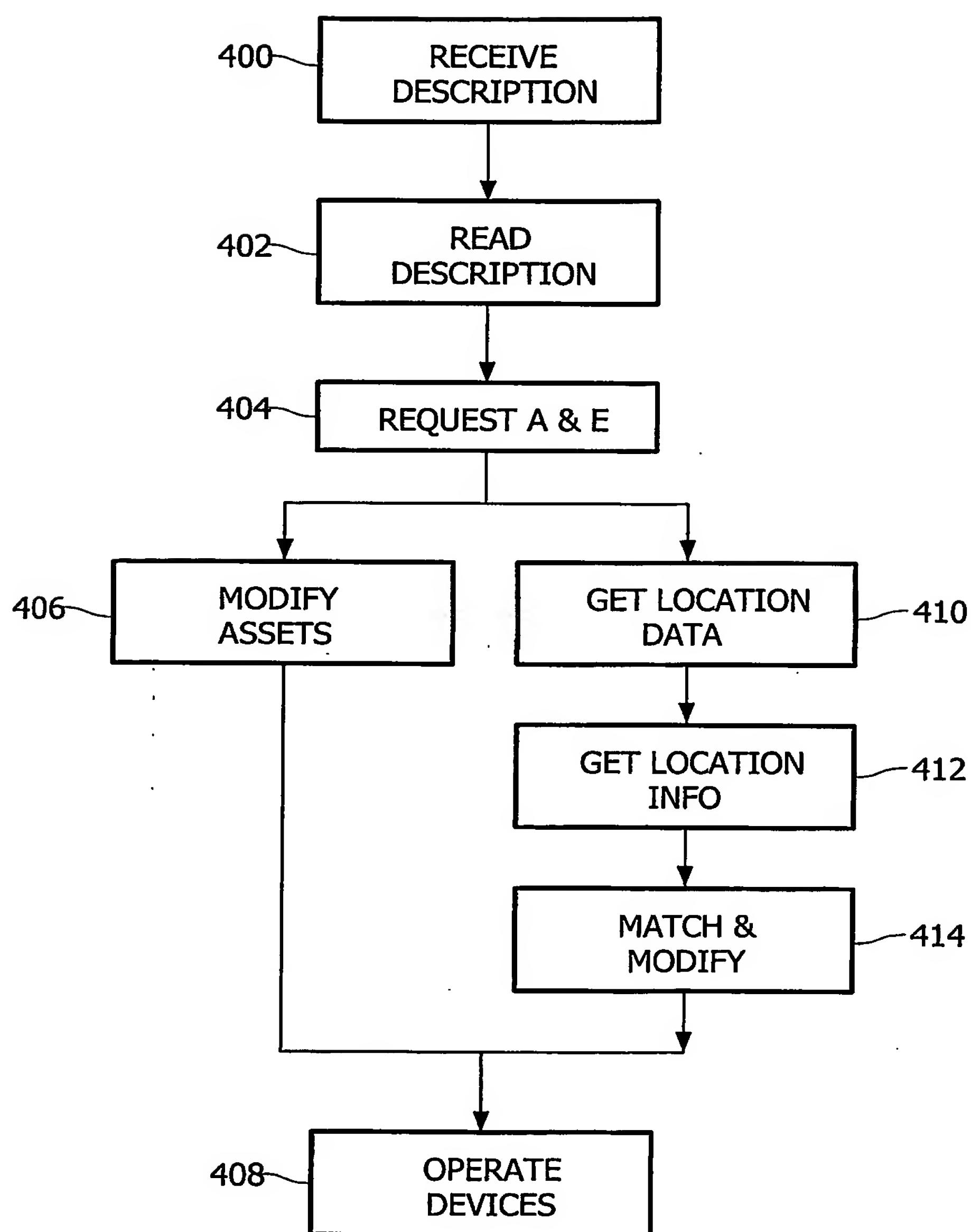


FIG.4

5/6

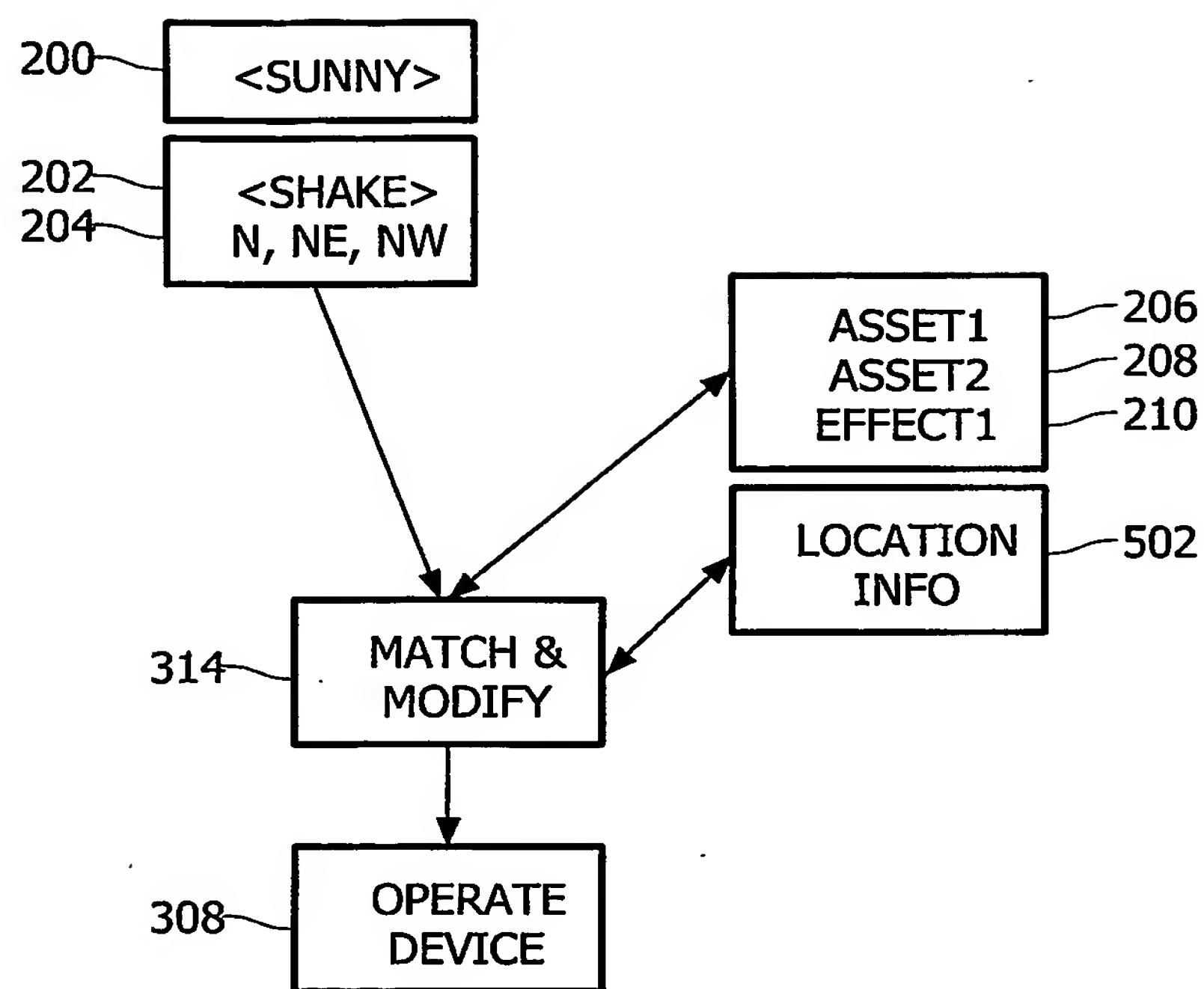


FIG.5

6/6

```
<pml>
<fragment> example
```

```
  <asset> asset1
    <state> sunny </state>
    <type> rgb_light </type>
    <value> 100,100,0 </value>
  </asset>
```

206

```
  <asset> asset2
    <state> sunny </state>
    <type> audio_mp3 </type>
    <value> birdsong.mp3 </value>
  </asset>
```

208

```
  <effect> effect1
    <state> shake </state>
    <type> all </type>
    <value> shaking </value>
  </effect>
```

210

```
  <object> object1
    <state> sunny </state>
    <location> everywhere </location>
  </object>
```

200

```
  <object> object2
    <state> shake </state>
    <location> N, NE, NW </location>
  </object>
```

202

204

```
</fragment>
</pml>
```

FIG.6